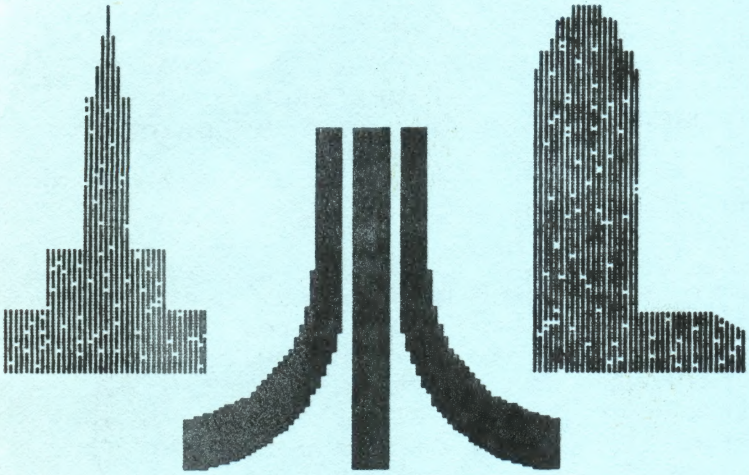
ISSUE #73 AUGUST 1987



IN THIS ISSUE!!!

130XE KEYBOARD FIX

XM301 MODEM PROBLEM
AND REPAIR

EMULATORS ARE A COMIN

FOR THE ST

and more!!

THIS NEWSLETTER IS FREE TO ALL ATARI COMPUTER ENTHUSIASTS OF CLEVELAND MEMBERS

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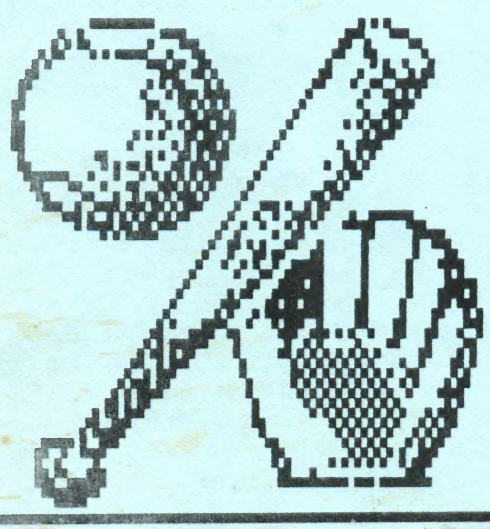
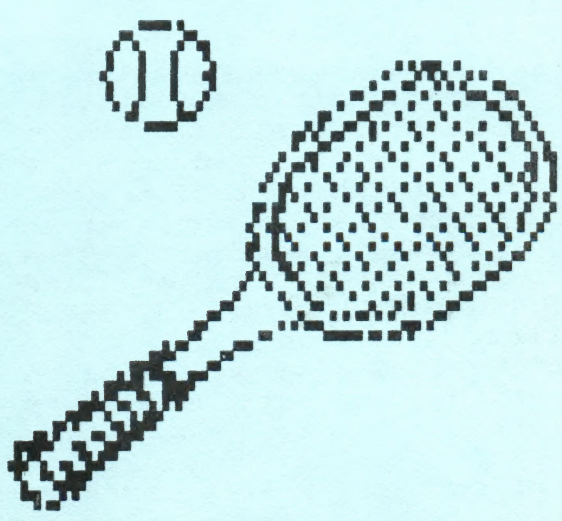
THE CLEVATARI NEWSLETTER IS THE JOURNAL OF THE ATARI COMPUTER ENTHUSIASTS OF CLEVELAND, AN INDEPENDENT USERS GROUP





SUMMERTIME FUN!!

NEWS FLASH

Several new developments are happening for the 8 and 16-bit ATARI/ST computers which will have a profound impact on all of our futures.

1)SUPERSOFT, of Sudbury Ontario, is developing an IBM compatible cartridge for the 8-bit ATARI computers. The cartridge contains a special ROM/CPU that enables it to run both MS-DOS software and CP/M.
Called "SUPER-CART", this piece of hardware, when inserted into the cartridge slot of an ATARI 130XE will allow such programs as; LOTUS 1-2-3 and FLIGHT SIMULATOR for the PC to run perfectly.
If additional memory is needed, another cartridge called, "SUPER-RAM" hooks on top of SUPER-CART. This allows a 130XE to run GEM type windows. There is also a special cartridge for the 800 which gives it an additional 72K and internal software to mimic the 130XE. In order to use the SUPER-RAM cartridge in the 800, a ribbon cable is needed to connect the SUPER-CART cartridge to the SUPER-RAM cartridge to overcome the 800's closing hatch problem.
Another development by SUPERSOFT is an 8-bit to 16-bit emulator. A T-bar shaped cartridge installes into the cartridge slot of an XE. A small box is pluged into the back of the I/O port of a 1050, then connected with a cable to an ST disk drive. The result is the ability to run ST programs, like AEGEIS ANIMATOR, on an 8-bit computer.
SUPERSOFT is awaiting permission from ATARI to release the emulator and "...iron out just a few small inefficiencies in the speed of operations software Rom. It will sucessfully emulate the blitter chip in the final version".
The best part is the price for all of this new hardware. SUPER-CART, SUPER-RAM and SUPER/ST-CART will each be priced at $99.

Remember Darek Mihocka? He's the 20 year old "whiz kid" from Canada who created an 8-bit emulator for the ST which uses an image of the "copyrighted" ATARI OPERATION SYSTEM. Well ATARI has finally decided to allow Mihocka to use their ATARI code in his emulator provided he publish the source code for his emulator. Some of the capabilaties include; Sound, GTIA graphics, DOS menus, Joystick control and Player-Missle graphics. For more information read the June issue of COMPUTER SHOPPER pg.142.

In Mechanicsburg PA. Steve Jones, of JONESWARE, has developed a emulator to run 8-bit programs on an ST. A picture on an 8-bit takes about 45 seconds to load. Loading by the emulator into the ST takes about 120 seconds. Planned improvements shoud eventually reduce this loading time to approimately 60-70 seconds. At present the emulator still lacks sound or missle graphic capabilities. As reported by SPACE PROBES July issue 87, "Development is continuing to speed up the emulator by using an optimizing routine to allow more efficient time... The present speed of operation is estimated to be 70% of a normal 8-bit computer...
Unlike Michocka, Jones uses a cartridge emulator similar to the MAGIC SAC cartridge made by DATA PACIFIC (this avoids the problem Michocka had with ATARI). Jone's emulator uses the operating

system ROMS found in the particular system being emulated. You can expect to find this emulator available around Christmas of 87. The cost is estimated to be approximately $50 without the ROM'S but does include all necessary hardware. Jones is also making available special cables to connect a 1050 drive or 850 interface to the RS232 port of the ST. It is planned that the emulator will also be capable of adapting mouse and midi operations.
Jones has also developed an emulator for the FRANKLIN (APPLE CLONE) computer and is working on a emulator for the COMMODORE computer
For more information write; JONESWARE, PO Box 7037 Mechanicsburg, PA. 17055.

AVANT-GARDE SYSTEMS of Jacksonville FL. has developed a program called PC-DITTO, which turns your 520/1040 ST into an IBM-PC compatible computer. This program will run everything from LOTUS 1-2-3 to TURBO PROLOG. As described in Jerry Pournelle's editorial, (June 15th issue of INFO WORLD), "...There's darned little software it wont run... this thing will boot DOS from a hard disk, imitate both monochrome and CGA, and run both serial and parallel ports".
For more information write; Avant-Garde Systems 381 Pablo Point Drive. Jacksonville, FL. 32225 or call 1-901-221-2904.

FOR THE ST

FDI
by Rod Waehner

A FLOPPY DISK INDEXING PROGRAM

FDI is a program in our ST library which will help ST owners catalog programs on their "floppy" disks. It gives a complet index of the files, which disks they"re on, when they were last updated, and room for discription and comments. The program, which comes with complet documentation, is easy to use and should be a big help for those persons who have large disk collections or have trouble keeping track of where individual programs are.
For more information contact our ST Disk Librarian, George Neff Sr.

JUST A REMINDER!
September's meeting will take place at our regular location, The Natural History Museum. The meeting will be held downstairs in the Double Class Room.

SPECIAL TREAT FOR OCTOBER
Starting with the October meeting we will all get to see all of our demos on the museums brand new Sony seven and a half by ten foot projector screen. The word form Bruce Frumker is that the sharpness of image and color saturation have to seen to be believed.

XM301 USERS BEWARE!
by John E. Suchy

Some of the XM301 modems shipped by ATARI have had deadly quality control problems. In particular, up to four unused wires at the modem and of the SIO cable have been left to dangle dangerously in some units. The cure is simple: open up the modem and cut the unused wires short enough that they can't short to anything. This voids the warranty. HOWEVER, this problem does NOT KILL the modem! It kills the computer, which is then not

KEYBOARD PROBLEMS

by John E. Suchy

It's summer! The sun is out and the beaches and parks are a lot of fun. That is when the heat and humidity don't get to you, or to your computer. ????
That's right, I said "to your computer." For some reason, this time of the year is hard on hardware. Especially at risk are the keyboards on the new ATARI XE line.
The reasons for these failures aren't very clear, but every summer we at B & G get a rash of 130XE's (and now 65XE's) with bad keyboards. Some of the factors are size, materials, and weather. Size has become a problem because ATARI, to keep costs and consumer prices down, squeezed all of the keyboard wiring onto one side of one sheet of plastic for the new models. This made many of the wires extremely thin. The same reason -- cost -- prompted the company to switch from the solid copper printed wires to a thinner form of deposited wires. As a result, any time the weather gets hot and humid, the wiring corrodes, and it takes very little corrosion to open a wire and kill one or more keys. There is also a good probability that the acid in the air from industries accelerates the corrosion.
So what can you do about it? First, if you have air conditioning and can afford to, keep it on all the time in humid weather. The cooling action removes the moisture and pollutants from the air. However, turning it on after a room is already muggy can cause moisture to form on anything in the room, including the computer! If you don't have this luxury, then find the driest place in the house for your computer: basements are out. Prevention is great, but what if you already have a problem? Such as: suddenly you no longer have keys V, F, R, 4, 7, U, J, or N? And it's not under your warranty? Then you have to fix it. ATARI will be happy to sell you a new keyboard for about $25, which you must then install yourself. We, at B & G, will repair your old one for the same price including installation. Or you could tackle it yourself.
To repair your own keyboard you need:

1. Two Phillips screwdrivers, a #2 and a #1 or #0
2. a very fine paintbrush,
3. a pointed knife
4. a bottle of automotive rear-window-defogger repair paint.

Also, a very steady hand and a lot of guts. First, you turn your computer over and remove the four screws with the #2 screwdriver. Turn it back over and lift the cover off. Now remove the keyboard by lifting straight up. (Pull the plastic cable out near the connecter to prevent undue stress.) Turn the keyboard over and remove it's 20 screws with the smaller screwdriver. Remove the metal backing, then take the foil-sheet to a well-lighted work area.
Now the fun begins! You must find the open trace(s) either with an "Ohmmeter" or by eyeball. Luckily, from the back of the sheet the bad section looks black while most of the wiring looks silver. Next, turn the sheet over and cover the bad section with the repair paint. Then scrape any paint away from contact with other wires with the knife. Now you can re-assemble everything, making sure that the foil side of

the sheet fits toward the keys. Finally, try the computer -- keeping in mind that you may have to do it all over again if it didn't work the first time or next time the keyboard dies. That's the problem with the above "cure": There will be a next time in this climate.
The good news is that Best Electronics in Californis has made a sealed foil-sheet available which Joe Adato or B & G can install for $35. While it looks like a final cure, we'll let you know for sure next summer.

Happy computing!

LABEL MAKER FOR THE OKIMATE 10 PRINTER

by George J. Neff Jr.

I created LABEL MAKER for one good reason, to help identify disks. I am using it to do basically the same thing that Barbara and Ian Carlstrom use it for with the Disks of the Month. Which is to print out a label of what the disk is for. This is not to be confused with printing a directory of the disk.

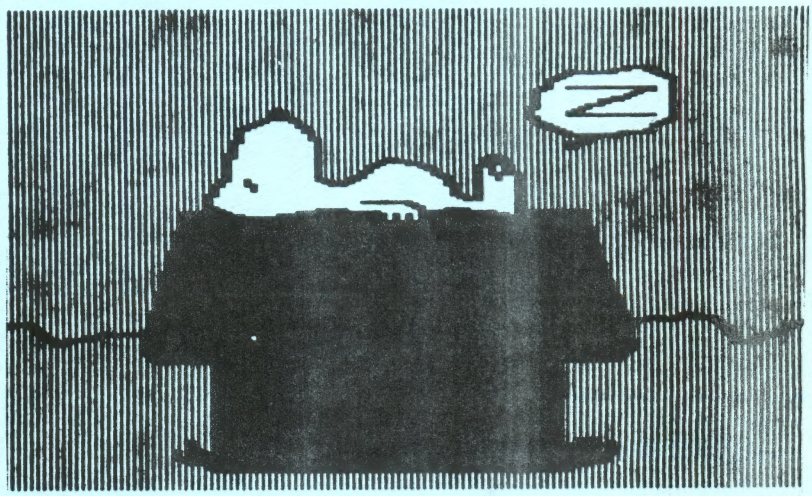
Most of the program is self explanitory:
(1) You are asked to give a disk indentification number.
(2) you are then asked for a disk title.
(3) The program asks you to give a disk type, i.e. binary or basic etc.
(4) You are then given the opportunity to enter a comment line. This line can be up to 30 characters in length.
(5) Now you will see an enlarged version of what you've entered onto the screen asking you if it is correct.
(6) If it is correct your OKIMATE printer will start printing the label.

The labels I use are 3&1/2" by 15/16". Anybody who owns a OKIMATE PRINTER knows that the margins do not shrink that far down. To overcome this problem I line up the tractor feed holes of the left side of the labels with the corresponding holes of a standard sheet of printer paper. The right side is just tape to the paper.

As far as I know this program can be used on just about anykind of printer. On line 301 of this program their are special character strings for the OKIMATE printer. In order to use a printer other than the OKIMATE just exclude this line from the program.

This is the second actual working program that I have written, any modifications to improve it would be very appreciated. I would also like to known about them. My phone number is 486-8914.

Thanks,
George J. Neff Jr.



WE'D LIKE TO SEE SOME NEW FACES

CHRISTMAS IN JULY

A wish list

by I. F. Carlstrom

I sit here at the end of July in the dog days of summer waiting patiently for a drop of rain so that I don't have to water my lawn. As August approaches along with a deadline for the August newsletter, my thoughts naturally turn towards Christmas. One nice feature of the Christmas season is that it is a time for putting together a wish list. By now we have learned that Santa Claus doesn't always oblige. Wish lists may remain unfulfilled dreams. But even unfulfilled dreams can direct us down new and interesting paths. I present here a wish list for Atari knowledge and Atari software. I am not looking at the great fantasies, those wondrous possible faerie castles such as a full scale 8-bit desk top publishing system or even an actual appearance of the Dungeon for Alternate Reality. Even great dreams are worth dreaming, but the Christmas wish list is always more effective when there is a chance that the earthly "Santas" of our own house have a chance of filling them.

There are many things that I do not yet understand about the Atari and many programs that I would like to see written, where I lack either the expertise or the time to write them. However, I have another motive for presenting my list. I have hopes that you will be prodded to present your own. Are there questions about the Atari that you would liked answered? Are there programs that you would like to see written to fulfill a need that you or your friends might have? Often the most creative step in the generation of a new program is the discovery of the need. Such needs were much easier to perceive at the dawn of the personal computer age. In front of us there sat a new computer. On the shelf next to it rested an address book. Suddenly an idea! Wouldn't it be great if we could if we could keep an address book in our computer and automatically print out our Christmas mailing labels! With this idea came the birth of a mailing label program. The rest was just the mechanics of programming. Those of you who have never programmed may well have never noticed the possibility that you could still make important contributions towards programming. The major creative step is the original wish.

Even if you have no dreams of your very own special computer program, you may have questions. Your question can stimulate an answer from someone and generate a new interesting article for our newsletter. When I served as newsletter editor I followed in the footsteps of my counterparts throughout all user groups and systemmatically begged for articles. However, I recognize there are two basic steps in prodding an article out of others. The first is getting them started on the project. The second is providing them with an interesting topic. The response - "hey, I can answer that question!" - can often accomplish both steps. Whether you have great dreams or simple questions, drop me a line or give me a call (371-2732).

But onward to MY wish list. Since this is to be my personal list, I will begin with a program that I would like, even if it might not have wide use by others. As a creator of the Disk of the Month,

of the Month, I often have to make multiple copies of a disk. Currently I use the public domain program, COPY130, for this purpose. It allows the entire contents of a single density disk to be stored in my 130XE. Once the contents of a disk have been loaded, I need only format and write to a disk. In this way a copy of the disk can be made in less than two minutes. While this is quite wonderful in comparison to the olden days, I can certainly imagine improvements. Below is a list of some of the features of my dream copy program.

(1) The program must be entirely reliable and bug free and it should run as fast as possible, especially while writing to the disk.

(2) The program should check for empty sectors and not write them. COPY130 always writes all 720 sectors. John Suchy wrote a program called "White Rabbit" that partially achieves this effect; but his program won't work with Print Shop Icons and other disks that don't use Atari DOS.

(3) It would be very convenient if such a program could have one disk drive format a disk and then immediately go on to copy a program to a second drive while the formatting continues. I do not know whether this is technically feasible; and I would appreciate your comments.

(4) It would be very useful to be able to restrict the copying to specified sectors. In this way multiple copies could be made of enhanced density and double density disks by copying half of a disk at a time. With this capability, even the older Atari 800s could be used for efficient disk copying.

While my first dream may not be of general interest, I can imagine a second program that would be far more popular - a new Print Shop utility. Many people already go to elaborate lengths to get multicolored cards with Print Shop. To do this you need merely print the page in one color, carefully loosen the paper and pull it back to the original guiding holes, change ribbons, reset what is to be printed, and print again. The result might be a black border, red type and a green icon. At this point only a small additional step is needed to get multicolored icons as well. Someone must draw several coordinated icons, with a separate icon for each color. The appropriate color could be attached to the name of the icon, e.g. FLOWER-RED, FLOWER-GREEN, FLOWER-BLACK. With patience current icons could be colored in this way. You need merely begin with a flower, erase all but the leaves, and save it as GREEN. Load it again, erase all but the petals, and save it as RED. Such work could make useful additions to our icon library and you would need more patience than artistic ability. More interesting, however, would be a utility that aided this process. Only BASIC programming would be needed. Current Print Shop utilities could be used as a starting point and for Print Shop DOS commands. Anyone interested in such a project?

My wish list could continue for some time; and I may add to it in future issues. For now I will close with one final request. While I have several short programs which allow access to a single disk sector, I have no easy way to access the sectors of the RAMDISK. It would be very convenient to have a simple

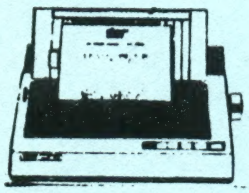
USR-function to achieve this from BASIC. Specifically, such a USR-function might be stored in a string DORAM$ and accessed as X=USR(ADR(DORAM$), ADR(ST$), SECNUMBER, DIR). Depending upon the value of DIR, the USR-function would move the contents of the RAMDISK sector SECNUMBER to or from the string ST$. I can envision several interesting programming techniques that would become available with this final "dream program."

IF YOU WANT MORE ARTICLES, WRITE SOME!

B-G ELECTRONICS

15729 Madison Ave. -- Lakewood, Ohio 44107 -- 216-521-2855

STAR NX-10



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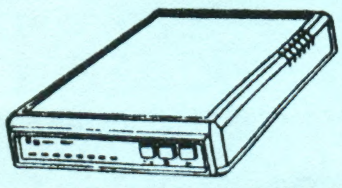

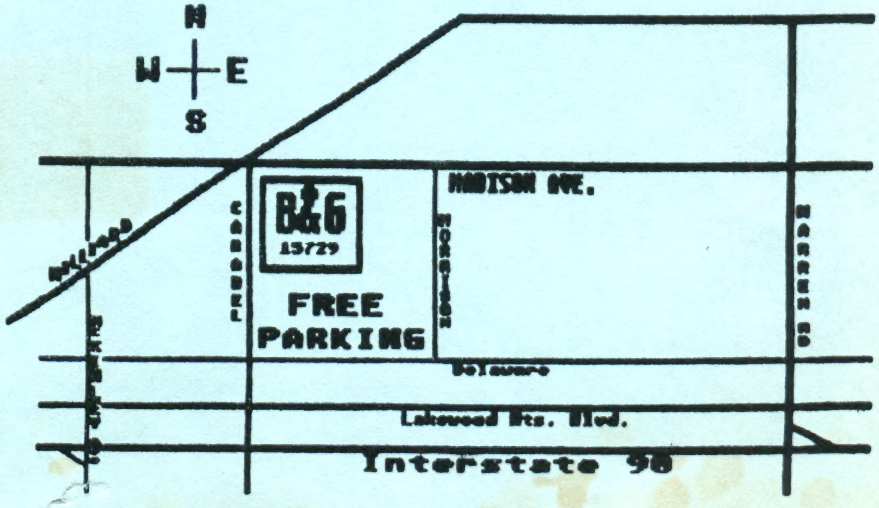

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To become a member: see the treasurer before the meeting or during the intermission.

To submit to the newsletter: We accept any type of readable text, but program listings ust be submitted on tape or disk from a working copy. We prefer that the text be submitted both in print and on tape or disk. Text from any common word processor is acceptable. We can provide you with public domain word processors.

Program listings, both long and short, are particularly welcome. However, we are also intrested in reviews, tutorials, and articles of general computing interest. The editors will make final decisions as to the suitability of articles, but we will usually print anything submitted.

In addition to articles and programs, we also seek computer art and letters to the editor.

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